



SIPS

Safe Internet Practices in School March 2008 - Collaborative Online Games

Want to Play?

Online video games aren't just for kids anymore. It is a multi-billion dollar business. No longer are you limited to just playing with your friends in the same room; you can play with others from around the world. While most online gamers are between 16 and 25, it is more and more common to see pre-teen children online for gaming. While most are online just to have fun and play games with people who have similar interests, that fun could be an open invitation for a predator to chat with your child, a warning that most online gaming companies try to downplay.

While online games do not pose as many dangers as blogs or chat rooms, they do offer an avenue to interact and talk with strangers. You really don't know who is on the other end of your child's conversation. Caution your son about giving out personal information while playing online, and don't allow him to meet with his online friends without your knowledge. Following these simple steps will help to avoid online pitfalls.

<http://www.isafe.org/imgs/pdf/newsletter/2006/i-Parent-09-06.pdf>

What They're Playing

- [World of Warcraft](#)
- [Second Life](#)
- [EVE Online](#)
- [RuneScape](#)
- [Rappelz](#)
- [Battlefield](#)

COFFEE TALK

Can you talk the talk?

MMORPG: Massive(ly) multiplayer online role-playing game; games where people interact within the same online environment toward some personal or group purpose

Avatar: Is an Internet representation of you. It may be a 3-D form for MMORPG or a 2-D form for online chatting.

FOR MORE INFORMATION:

- [RCPS Internet Safety Resource Page](#)
<http://www.rcs.k12.va.us/isafety/default.shtml>
- [Tobold's MMORPG Blog](#)
<http://tobolds.blogspot.com/>

